

AIRCARS™

JAGUAR™ 64-BIT INTERACTIVE MULTIMEDIA SYSTEM GAME MANUAL

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THE STORY

In the wake of a nuclear holocaust an organization known as E.B.N.E.R.S. was established with the goal of encouraging all mankind to live together in peace. E.B.N.E.R.S. membership included many members of the nuclear scientific community who wished that their work no longer be used for destructive purposes. The E.B.N.E.R.S. suggested that society should be structured to eliminate all possibility of hostility. This structured society was deemed unrealistic in a free world and ridiculed. E.B.N.E.R.S. became known as a fringe organization of radical scientists trying to restructure society.

The government had planted spies within the E.B.N.E.R.S. organization in order to keep an eye on their activities. These spies have revealed that the E.B.N.E.R.S. have developed three new inventions: impenetrable force fields, a teleportation system, and aircars. Force fields surround every E.B.N.E.R.S. complex making them impenetrable from an outside attack. These complexes are linked together with a teleportation system which allows instantaneous travel between their complexes. An aircar is a vehicle that is propelled by a small nuclear power plant and massive fans. The fans lift the aircar above the ground and propel it forward at high speeds. Aircars are armed with a variety of weapons and are highly maneuverable. Our spies have obtained detailed schematics of the teleportation device and an aircar. We have been able to duplicate the teleportation device, but ours has a problem: we can only send you to the E.B.N.E.R.S. complex. Therefore, this is a one way mission. We have also been able to construct our own version of an aircar.

Our spies have also uncovered the E.B.N.E.R.S. diabolical plan to take over the world. The E.B.N.E.R.S. are currently building nuclear bombs. Once they have enough bombs the E.B.N.E.R.S. will teleport a bomb into every major capital and destroy it. They believe that after this is accomplished the world will submit to their rule. Therefore, we have decided to destroy the E.B.N.E.R.S. before they take over the world.

You will pilot an aircar which will be teleported into an E.B.N.E.R.S. complex. You will then proceed to destroy key installations within this complex. After these primary targets have been destroyed you will use the complex's teleportation system to get to the next base. We know there are at least 28 bases around the World. Each of these bases must be knocked out if the world is to be saved from the E.B.N.E.R.S. threat.

OBJECTIVES

Your objective is to save the World by destroying the E.B.N.E.R.S.'s ability to fight. This is accomplished by completing 32 missions against enemy complexes. Each mission has several types of primary targets that must be destroyed. Once all of the primary targets have been destroyed you can use the E.B.N.E.R.S.'s teleportation system in order to advance to the next mission.

BOSSES

Levels ending in the letter "G", have bosses. When the last primary target is destroyed on these levels, a bell will toll twelve times. This is when the bosses appear and they WANT to play with you. You must destroy these monstrosities for the exit to open. A Boss appears as a white flashing square on the radar screen.

TELEPORTERS

Teleporters instantly move a player across a complex. The teleporters are paired in several colors: blue, green, yellow, and red. Upon entering one teleporter you will immerge from the other teleporter of the same color. When a teleporter is used it will take several seconds to recharge before it can be used again.

EXITING

Once you have destroyed all of the primary targets in an enemy complex the exit will open. The exit looks just like a white teleporter, but is blocked with a center panel. When the last primary target is destroyed the panel disappears. This will allow you to enter the exit and receive your mission score.

In a multi-player game when any player exits, the mission ends and all players receive their score. An exclamation mark after a score indicates that a player is currently leading or tied for this category.

DYING

When your aircar is destroyed, you are ejected from your vehicle. From this vantage point you may be able to see what, or who, destroyed your vehicle. By pressing the A or B button, you will be teleported into a new aircar that was teleported close to you. You do not have a limited number of "lives". In Aircars there are two ways to end the game, finish it or shut it off.

NAVIGATION

Each world in Aircars is huge. As you travel across the world, your aircar stores the data revealed by your radar into its map memory banks. You may switch your radar display to the map display by pressing the "0" button on your controller. You may acquire the reveal map power-up to receive a satellite downlink of the entire mission world. Other players can be located if they are in a portion of your map that has already been revealed. The other players will appear as flashing dots.

Another feature that your aircar uses to assist you in navigation is a recommended direction arrow. This arrow is displayed on the H.U.D. and points to your closest primary target. If all of the primary targets have been destroyed, the arrow will point towards the exit or boss.

HINTS

- * You can use a teleporter to get away from enemies.
- * When you kill an enemy, its weapon or ammo will be left for several seconds.
- * Mines only do a little damage, but they will stop anything that takes damage from them.
- * When you are stealthy, your aircar does not show up on other player's radar screens.
- * Smoke screens will cause the E.B.N.E.R.S. to delay shooting.
- * As you enter a primary target area, go after the radar dishes first.
- * Banked turning is faster than flat turning.
- * Primary targets score four times their normal points.

GETTING STARTED

1. Insert the AIRCARS cartridge into the cartridge slot of your Jaguar 64-bit Interactive Multimedia System.
2. Insert the AIRCARS overlay in the Jaguar Controller's keypad slot.
3. Connect the communication hardware to all of the Jaguars, if you are going to play a multi-player game.
4. Turn the Jaguar's power on.

If for any reason your cartridge does not load, or you only see a red screen, remove the cartridge and try again. If this condition repeats, refer to the warranty information included with your Aircars cartridge.

COMMUNICATION HARDWARE

Aircars has the ability to use several different hardware devices to establish its network communication. For more than two players, Aircars must be used with the CatBox's™ CatNet™ protocol. For two players, Aircars is capable of using the CatBox or Atari's JagLink™ network cable. MidNite has tested and approved both of these communication devices for use with Aircars.

GAME SELECT

Set game difficulty:

As you select a higher difficulty level Aircars becomes increasingly more difficult. The points awarded for kills also increases with the difficulty level.

Enter your name:

Use the joypad to enter up to an eight character name. Available characters are " _ " (a blank space), 0 - 9, and A - Z. This name will be saved to the cartridge and appear on the high score screen and during gameplay.

Single player:

Take on the E.B.N.E.R.S. by yourself.

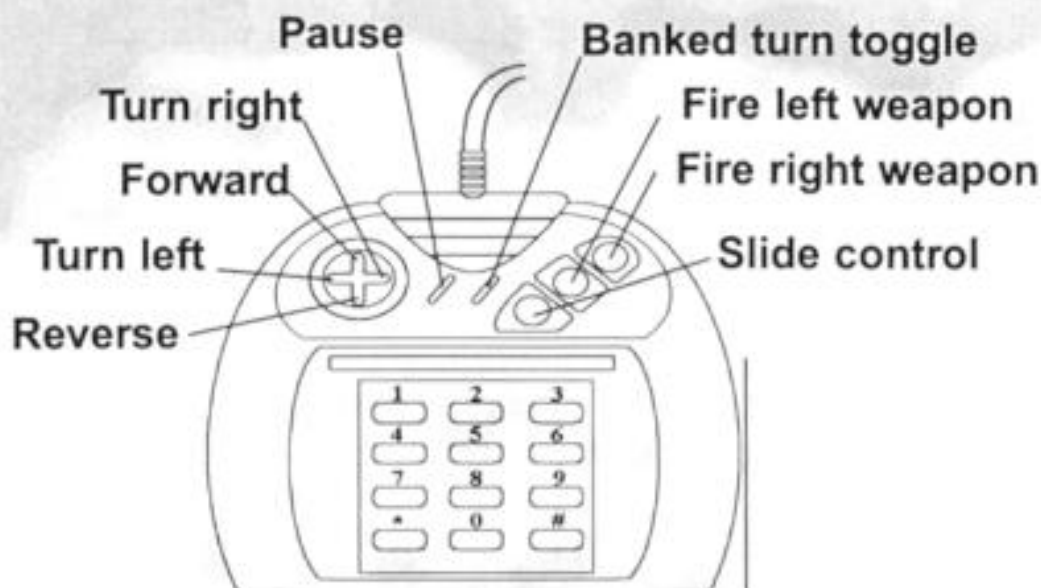
Multiple player network:

Allows from two to eight players using various connection hardware. Please refer to your communication device's manual for proper operating instructions.

After all players have reached the log in screen, take turns logging in. This must be done one player at a time. After all players have logged in, verify that all names and colors are identical on all Jaguars. If there is a difference on any screen, turn off all of the Jaguars and start again. Once all names have been verified, any player may start the game by pressing the A or B button. The first player to log in will be asked to select the starting mission. The first player's difficulty setting will also be used for this game. The first player can now start game play by pressing the A or B button.

You are now entering the multi-player virtual reality realm of MidNite's Aircars. Have Fun!!!

GAME CONTROLS



KEYPAD USAGE

- 1: Change left weapon
- 2: Change savable power-up
- 3: Change right weapon
- 4: Activate smoke screen
- 5: Activate Savable power-up
- 6: Drop a mine
- 7: Look left
- 8: Toggle forward / backward views
- 9: Look right
- 0: Zoom radar in / out
- * + #: Pressing the "*" and "#" together will reset the game

MULTI-PLAYER CONTROL DIFFERENCES

- 7: Previous player's view
- 8: Forward / right / backward / left views
- 9: Next player's view

***** IMPORTANT *****

When a multi-player game is in progress, the game reset code (* + #) is disabled. The reset is enabled only when the game is paused. This is done to prevent an accidental reset during a multi-player game.

CONTROL OPTIONS

You can reconfigure your A-B-C button controls by pressing the Option key while on the title screen.

Default

A: Fire right weapon
B: Fire left weapon
C: Banked turn toggle

Optional

A: Banked turn toggle
B: Fire right weapon
C: Fire left weapon

VOLUME CONTROLS

While paused during game play you may press the A, B, or C button and use the joypad to adjust the following volumes:

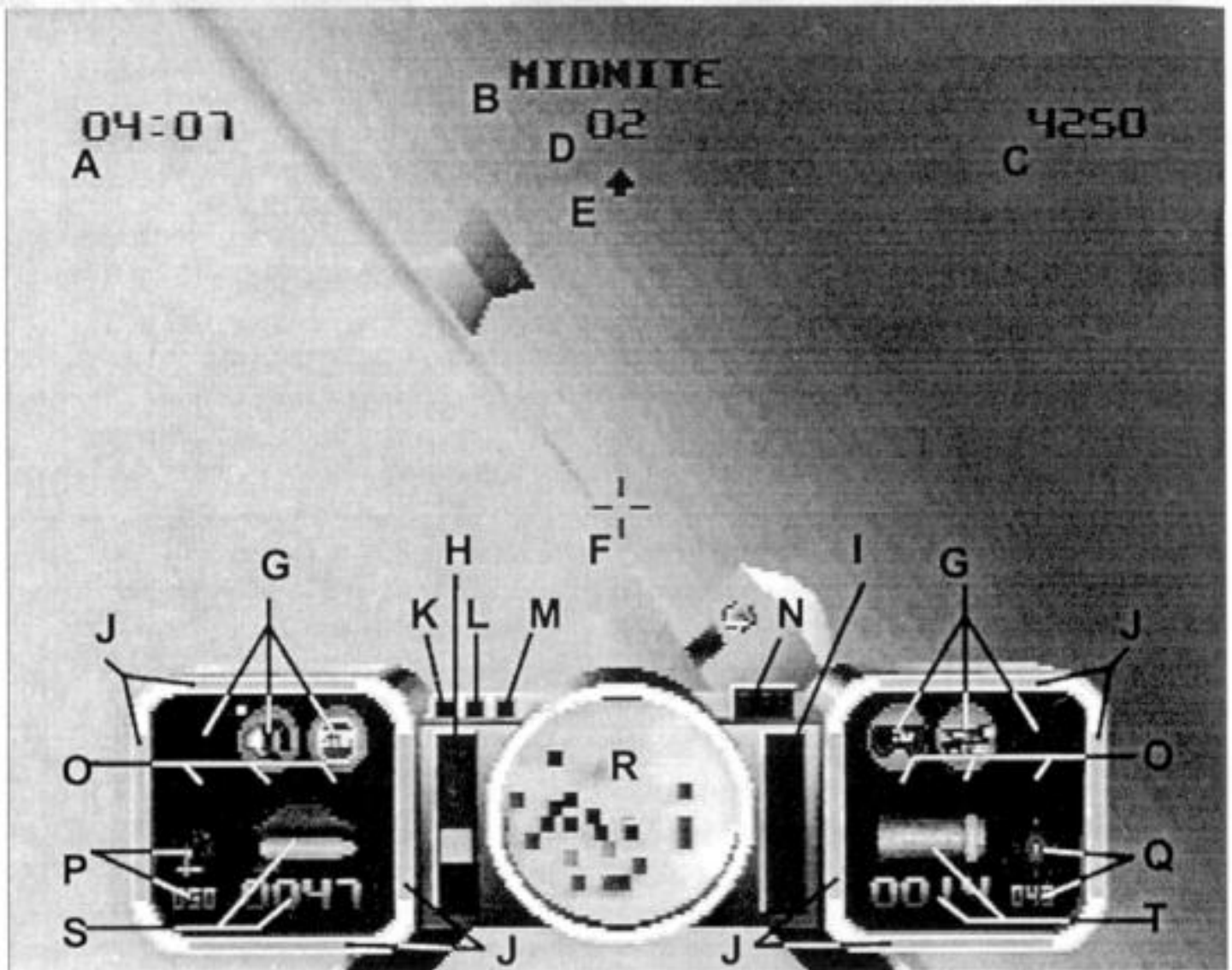
A: Speech
B: Sound effects
C: Engine volume

RADAR DISPLAY

The radar display in your dashboard is a topographical map. The intensity of the color relates to the altitude of the terrain. A darker color is a lower altitude while a lighter color is a higher altitude. Overlaid on top of the map display are a group of symbols representing objects in the world. The color of the symbols are keyed as follows:

Solid dark blue:	Building
Solid neon green:	Primary target building
Solid Light blue:	Radar
Solid pink:	Teleporter
Solid white:	Exit
Solid red:	E.B.N.E.R.S. turret
Strobing red:	E.B.N.E.R.S. aircar
Strobing orange:	E.B.N.E.R.S. tank
Strobing white:	E.B.N.E.R.S. boss
Strobing neon green:	Primary target vehicle
Strobing colored:	Player of this color
Blinking yellow:	Power-up

DASHBOARD AND H.U.D.



- A Mission timer
- B Player name
- C Score
- D Primary targets remaining
- E Recommended direction
- F Aiming recticle
- G Savable power-up indicators
- H Speed bar
- I Armor bar

- J Player color
- K Aircar lock indicator
- L Tank lock indicator
- M Turret lock indicator
- N Special armor timer
- O Savable power-up timers
- P Smoke ammo count
- Q Mine ammo count
- R Radar and map display

- S Left weapon type and ammo count
- T Right weapon type and ammo count

WEAPON POWER-UPS

Weapons can be switched to after they have been picked up. Weapon power-ups add weapon or ammo.



Auto shotgun

Fast rate of fire
Medium damage
Short range



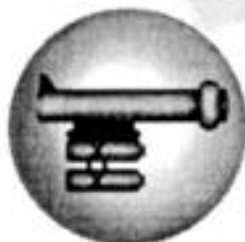
Machine Gun

Rapid rate of fire
Low damage



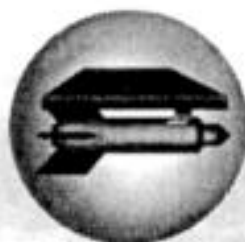
Auto Cannon

Medium rate of fire
Medium damage



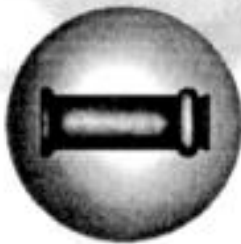
Mouzer Cannon

Slow rate of fire
High damage



Missile Launcher

Slow rate of fire
High damage
Long range
Slow speed



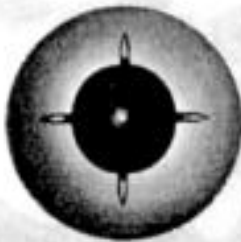
Tank Cannon

Very slow rate of fire
Awesome damage



E.D. Cannon

Medium rate of fire
Slow speed
Disrupts radars
Disables enemies



Mine

Medium rate of fire
Medium damage
Reduces speed



Smoke

Medium rate of fire

AMMO POWER-UPS

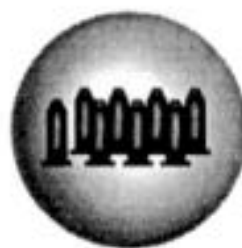
Ammo power-ups load the maximum amount of ammo your aircar can carry for the particular weapon.



Shot Gun
Shells



Machine Gun
Bullets



Auto Cannon
Shells



Mouzer Cannon
Shells



Tank Cannon
Shells



Missiles



Mines



Smoke

IMMEDIATE POWER-UPS

An immediate power-up occurs as soon as it is acquired. Some are in effect for a limited duration.

Armor Repair



Repairs armor

Reactive Armor



Repairs armor
Reduces damage

Invulnerability



Repairs armor
Prevents damage

Reserve Ammo



Doubles ammo
capacity

Reveal Map



Reveals entire map
when activated

SAVABLE POWER-UPS

Savable power-ups appear on your dashboard and may be activated any time.

Radar jamming



Stops radars

Jet Pulse Accelerator



Fast acceleration

Retro Brakes



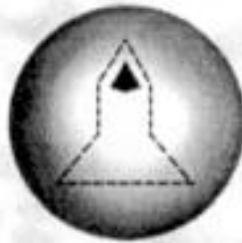
Fast deceleration

Infra-red Vision



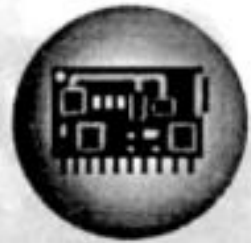
Highlights Enemies

Stealth Pod



Invisibility to radars

Stabilizer



Stabalizes electronics

AIRCARS

Spud



Mosquito



Fang



Machine gun

Machine gun

Machine gun

Plow

Bull

Slammer



Auto cannon

Twin missiles

Mouzer cannon

Destroyer



Mouzer cannon

TANKS

Missile Tank



Main Battle Tank



Light Tank



Missile launcher

Tank cannon

Auto cannon

TURRETS



Auto cannon



Mouzer cannon



Machine gun



Missile



Shot gun



E.D.C.



Machine gun

CREDITS

MidNite Entertainment Group, Inc. consists of:

John Sanderson
David Ebner
Clayton Bradish III
Richard Ebner
John McNulty
Tracey Turner
Janice Sanderson
August C. Ghilarducci

With special thanks to:

Tom Harker
Scott LeGrand
John Murfey
Nicole Scott
Mary Thorsen
and the folks at Westchester

ADDITIONAL TESTERS

Ashley Albrecht
Brianna Albrecht
Corrie Berment
Dave Davis
James Dillenburg
John Dillenburg
Mike Ebner
Jason Faiola
Seneca Freeman
Glenn Hinckley
Brett Hall
J.T. Kaufman
Kari Krauss
Joseph Mercure III
Greg Mikrut
Joe Turner
Tim Ruf
John Zavaglia





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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by MidNite are used in connection with this product. This warrantee does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his/her place of purchase, who will follow the required procedure to obtain a replacement.

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